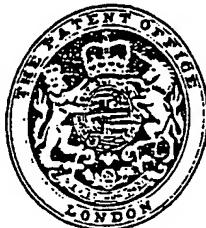


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Improvements relating to gaming machines

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"Improvements relating to Gaming Machines"

This invention relates to gaming machines. It is primarily concerned with a gambling feature which can be made occasionally available to increase the interest and excitement in playing such a machine. Generally it will 5 be supplementary to the main game which could, for example, be based on the game of poker.

According to the present invention there is provided a gaming machine with a gamble feature in which representations of playing cards are presented on a video screen 10 and a player can bet on the characteristic of a randomly selected one, and in which if such a bet is successful, the machine adds to or subtracts from the representations and gives the player a further opportunity to bet, and wherein when in a gambling sequence there are a number of 15 cards on the screen in any one of certain combinations, a prize is awarded independently of any gambling prize.

The addition of such alternatives and corresponding opportunities to bet may continue indefinitely as long as the player is successful, although normally a predetermined maximum win or maximum number of gambles will be imposed. With subtraction, there will be a natural limit 20 when the feature is down to two alternatives.

This gamble feature may become available at random or when a win has been achieved in the main game. For example, 25 when a poker hand of some value turns up, there may then be an opportunity to gamble the win.

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- The gamble feature in one preferred form
may commence with two playing cards, electronically
randomly selected, being simulated on a video screen.
They will either be of different colours (red and
5 black) or both of the same colour. They will be
alternately distinguished, as by enhanced illumination
or an associated arrow, until one is selected.
Previous to this, the player will have bet on either
'red' or 'black', by pressing associated buttons.
10 He may have to do this before the cards appear, in
which case he has no guidance, or he may be allowed to
decide after the cards are shown. Then, if both cards
are the same colour, provided he presses the correct
button he will of course be assured of a gamble win.
15 If that gamble is successful then a further card
will appear on the screen, and the process is repeated.
Again, a win is assured if the cards are still all the
same colour. However, as cards are added and
progressive gambles are taken, this becomes correspondingly
20 less likely although there still may be more cards of
one colour than the other, making selection of the
preponderant colour the obvious choice for a successful
gamble.
A limit may be imposed on the number of
25 gambles. For example, five cards could be the maximum.
In that case there may be an additional prize if the
hand that then shows is itself a poker hand with a

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combination of value such as a pair, three of a kind or a full house. This extra prize may be related in value to that of the combination.

It will be understood that the initial
5 gamble may be on more than two alternatives and
that these alternatives may increase by more than one at
each successful gamble.

It is also possible that, instead of
progressively increasing the alternatives on which
10 to gamble, they may be progressively decreased.

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CLAIMS

1. A gaming machine with a gamble feature in which representations of playing cards are presented on a video screen and a player can bet on the characteristic of a randomly selected one, and in which if such a bet 5 is successful, the machine adds to or subtracts from the representations and gives the player a further opportunity to bet, and wherein when in a gambling sequence there are a number of cards on the screen in any one of certain combinations, a prize is awarded independently of any 10 gambling prize.
2. A machine as claimed in Claim 1, wherein a limit is set on the number of further bets allowed.
3. A machine as claimed in Claim 1 or 2, wherein the gamble feature is subsidiary to a regular feature and 15 is offered at random.
4. A machine as claimed in Claim 1 or 2, wherein the gamble feature is offered as a result of a win or another feature of the machine.
5. A machine as claimed in Claim 6, wherein the 20 gamble is on the colour of the selected card.

SL/HGL